TC-020

POKER 5 in 1

SACHEN®

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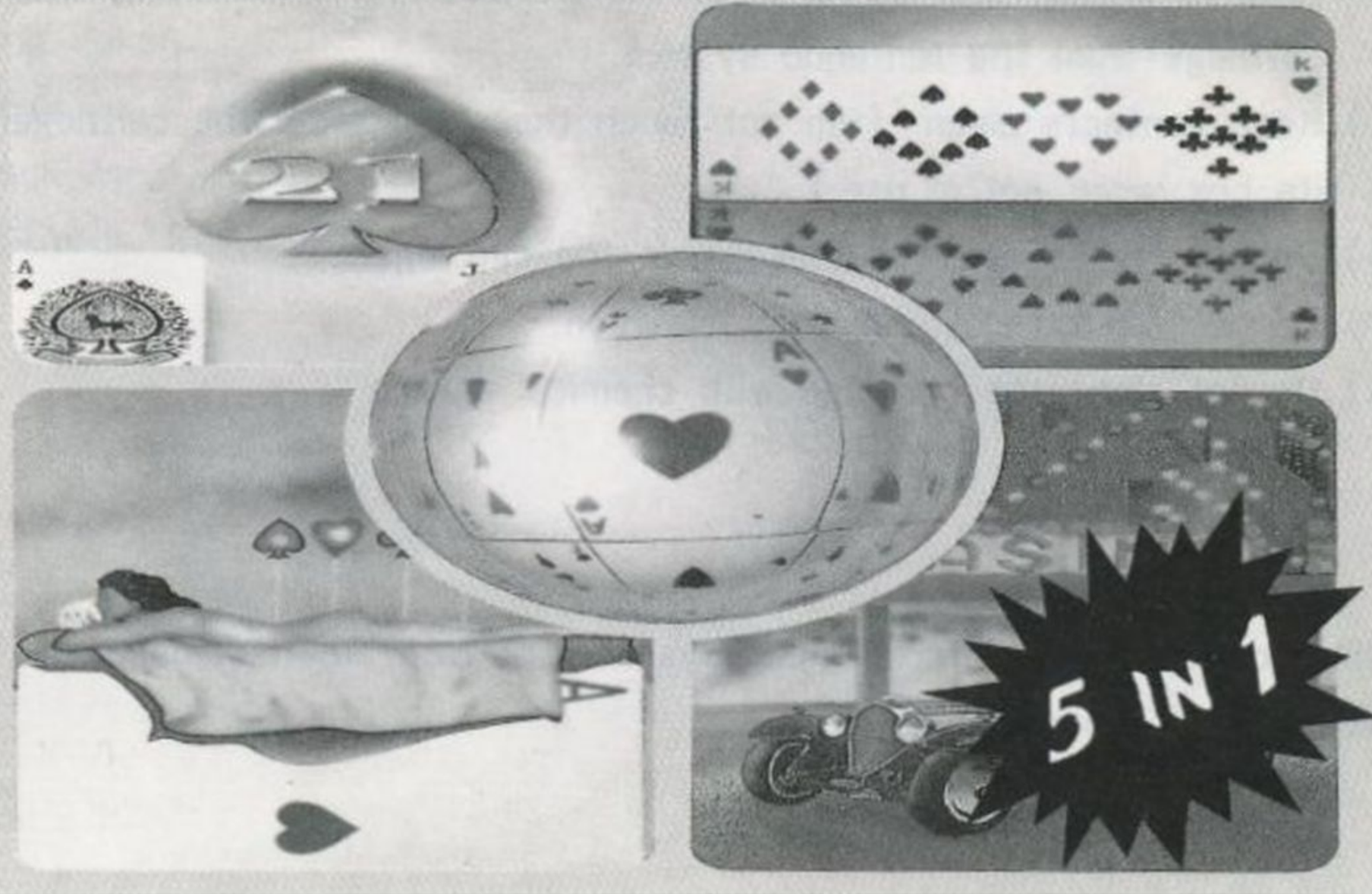
POKER III

POKERSPIEL III



PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Alwarys ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3) Keep contacts clean (do not touch them and store the cartridge in ite box when not in use.)
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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INTRODUCTION

Las Vegas is one of the most famous cities of Casino in the world. Every year this city earns thousands million dollars and has been visiting by at least millions people. Visitors in this city playing night and day gambling games in hundreds Casino,money lost and won.

In addition to slotmachines and roulette, the most attractive gambling is playing on the table pokers. Poker III is a real gambling pokers including 5 different games (5-in-I cartridgde):

King of Casino
King Poker
Poker
Black jack
13-Cards

It's worth that you have owned this cartridge,presented by SACHEN.

CARDS PATTERNS

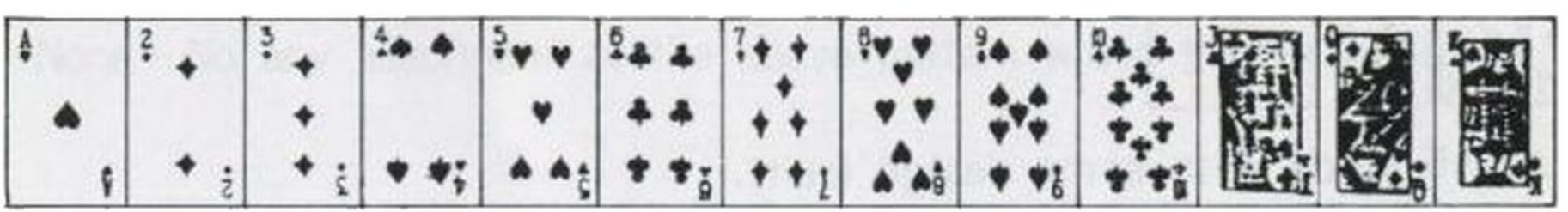
Sequence

A(14) > K(13) > Q(12) > J(11) > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2 > 1(A)

♠ (Spade) > ♥ (Heart) > ♦ (Diamond) > ♣ (Club)

Pattern

1) Dragon - applicable only on the game of '13-Cards'. 13 cards in your hand are just to make the sequence from 'A' to '2' as a straight, different suit is acceptable.



2)Straight Flush -5 cards with a flush in a sequence (straight)

3) Four of a Kind-Among your 5 cards, you have 4 cards a kind (same number of points).

4) Full House-Among your 5cards, you get 3 cards a kind (same points) and another 2 cards as a pair (same points also).

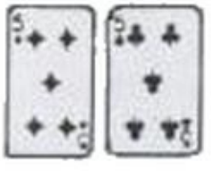
5)Flush -5 cards with same design (suit).

6) Straight — 5 cards with a sequence number of the pips.

7) Three of a Kind — you have 3 cards a kind (same points) among your 5 cards.

8) Two Pairs — Each pair with same points.

9) One Pair — Only one pair of same points among your 5 cards.



10) None — No any assorment as the above pattern within your 5 cards.

GAME SELECTION

a. In the selection page,you will see the list of 5 games:

King of Casino

King Poker

Poker

Black jack

13-Cards

b. Push 'Select Button' to choose the game you like to play.

c. Push 'Start Button' to start the game.

CASINO
King of Casino

King of Casino

I .INTRODUCTION

Jack is invited by the city mayor of Las Vegas. He aims to be a millionaire by his gambling talent from this gamling trip. He will be experienced all kinds of gambling pokers in this town. If he is tired from playing the game, he could stop in an entertainment area to have a break by hunting wild pigs, beating rats, playing Bingo....Hope you can help him to fulfill his wish as soon as you can. Start to go! Jack and you .

II .GAME CONTROL

Button A	Indentify what you have selected; cause jack to fire; to cast a dice.
Control Pad Arrows	Choose the item; select 'Yes' or 'No'.
Start Button	Start the game; Pause and enter into the 'Pass Word Page.

III .HOW TO PLAY THE GAME

Jack starts his gambling travel from home with capital $5,000 and energy- HP 100. Cast a dice by pushing 'Button A' and the number on the dice will tell you how many steps you should move for the next destination. When you stop in one stop,you can select 'Yes' or 'No' by pushing left or right arrows to decide whether you like to play this game. Each point you stop and play will lose 1 unit HP of energy.Enhance your gambling skill to earn more money and keep your energy as well. Either your money or energy becomes to 'O', game is over. As sooon as you become to a millionaire you can enter to the next world.

'King of Casino' will take you more time to play all items than other 4 games. Therefore, a 'pass word' is available for you to record the status when lost each item of this game. Remember the code of 'pass word' is important for you to continue the game for next time by pushing 'Start Button'–

III -1 PASS WORD PAGE

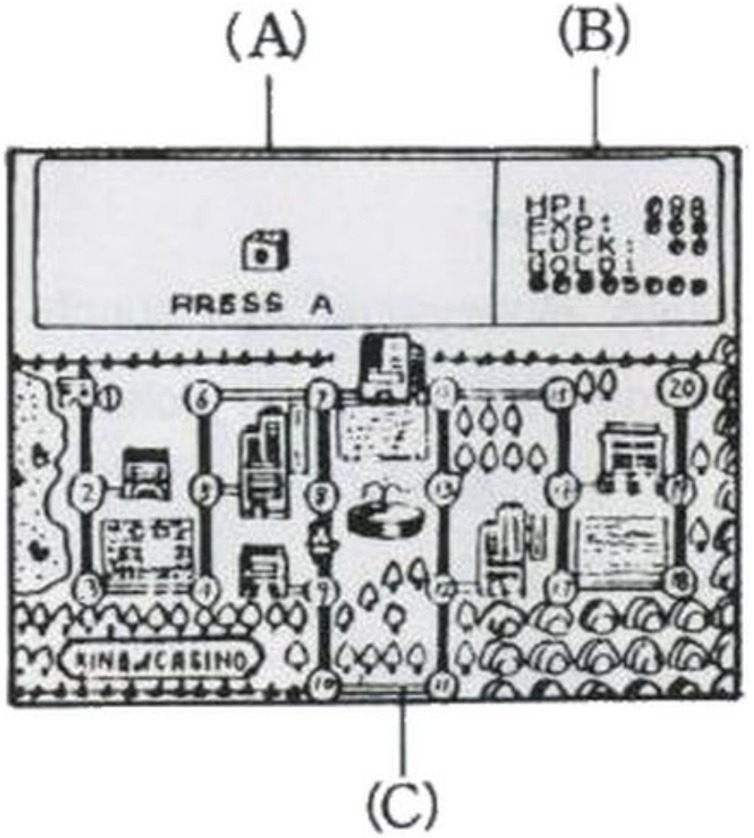
PASS WORD CONTROL

Control Pad Arrows Select the letter of code

Button A Indentify the code

1. Input the pass word (that you have recorded)and move your cursor to the bottom 'End'and press 'Button A' to indentify and start. (or move your cursor directly to the bottom 'End' instead to input and push button A to indentify).
2.' ◀ '&' ▶ 'to control left and right to correct your pass word.
3. Typing the correct code for your pass word will help you enter to the game you want to continue, if in an error, you will be asked for a conference commanded by the mayor of this city.

III -2 GAME PAGE



(A) Information Column:

Dice– Push 'A Button' to decide how many steps you should move.

Pass word– Before you press 'A Button', Push 'Start Button' to see pass word if you like.

(B)Your Property:

HP: Energy value

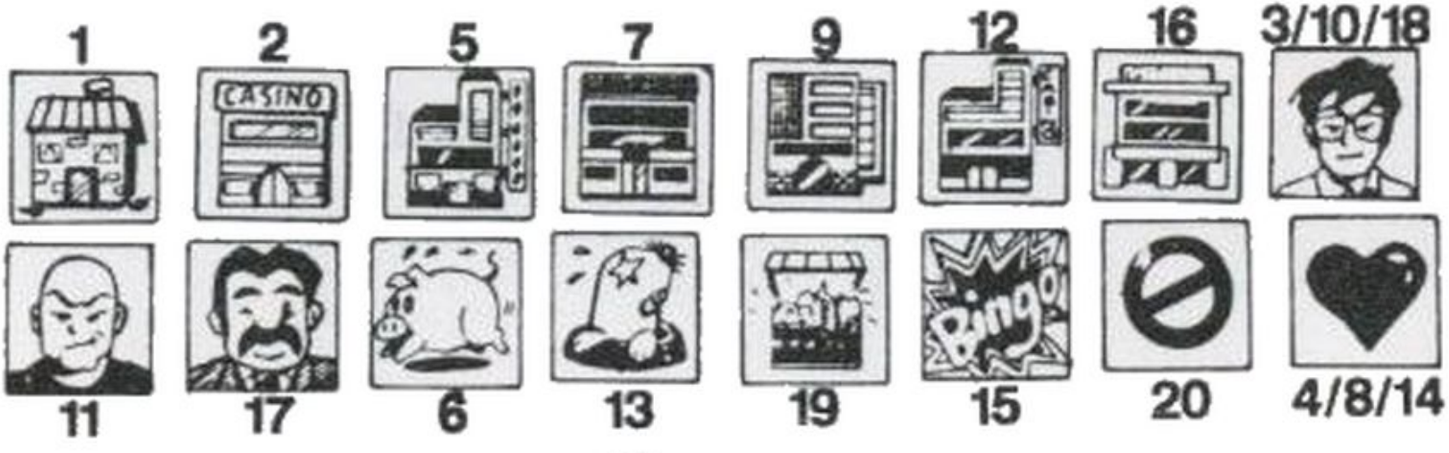
EXP: Skill Value

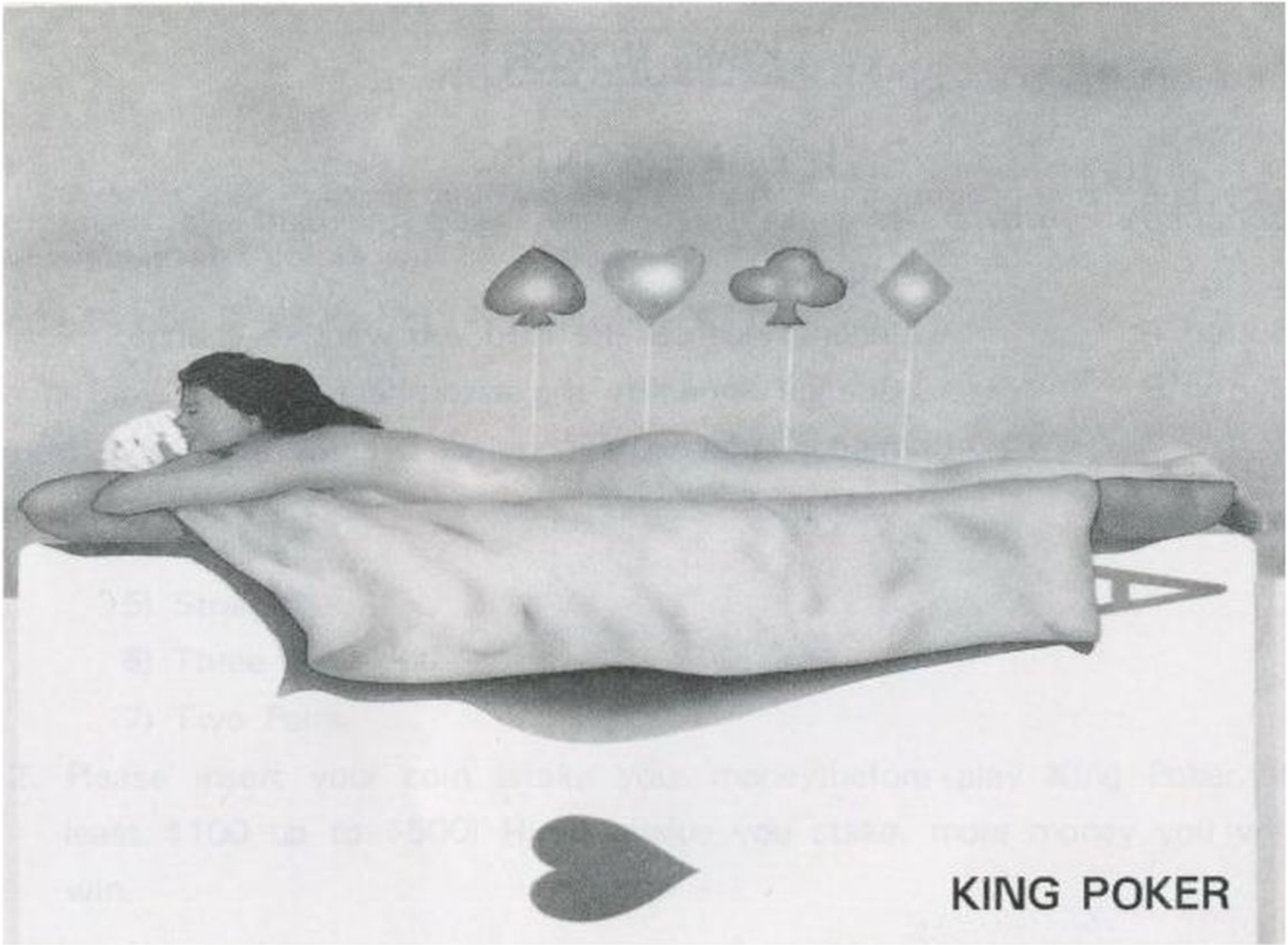
LUCK: Your luck

GOLD: Your money

(C) Map:

1 Home/start point
2 Casino A: Black Jack
3 Information Stop
4 King Poker
5 Casino B: Poker & 13-Cards
6 Hunting wild pigs: energy supply
7 Casino C: 13-Cards & Black Jack
8 King Poker
9 Casino D: Poker
10 Information Stop
11 Gambling with a rascal
12 Casino E: Black Jack & Poker
13 Beating rats: Skill value increasing
14 King Poker
15 Bingo: Money and luck supply
16 Casino F: Black Jack, Poker & 13-Cards
17 Mayor's Hall
18 Information Stop
19 Treasure Finding
20 Returen poing




KING POKER

KING POKER

I. GAME CONTROL

Control Pad Arrows: to stake your money; select the card you want to change.

Button A: Indentify/cancel the card you want to change.

Button B: Change /indentify the assortment of cards you have made; remain the original 5 cards as receive from dealer.

II . HOW TO PLAY THE GAME

1. Assort your 5 cards into at least 'Two Pairs' arrangement, and your money and points will be scored.

Assort your cards as the following arrangement:

1) Straight Flush
2) Four of a kind
3) Full House
4) Flush
5) Straight
6) Three of a kind
7) Two Pairs

2. Please insert your coin (stake your money)before play King Poker.(at least $100 up to $500) Higher value you stake, more money you will win.

3. Computer will deal with you 5 cards, you should judge whether you want to change your cards or remain the same.

4. Each time you stake the money, computer will give you three chances to play with.

5. When your score is up to a certain level, you will see an unexpected picture (beauty)from the screen.

POKER

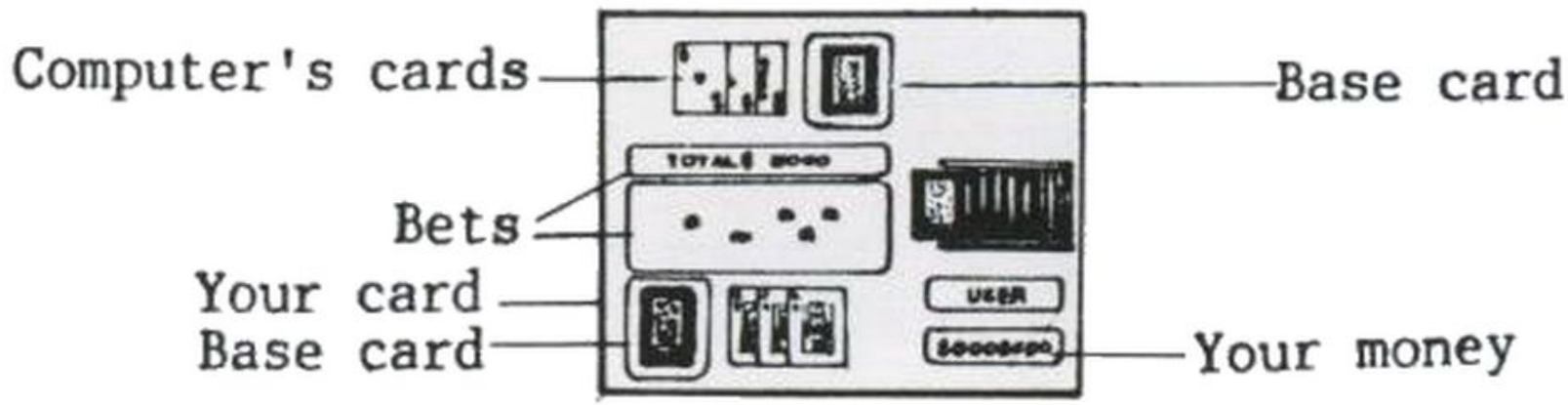
POKER

I .GAME CONTROL

Control Pad Arrows:	Select" Pass","Call","Drop", "Bet" and "Raise".
Button A	Indentify; deal the card
Button B	To see your base card (any time during the game).
Selec Button	Select the entire pack or half pack of poker cards.

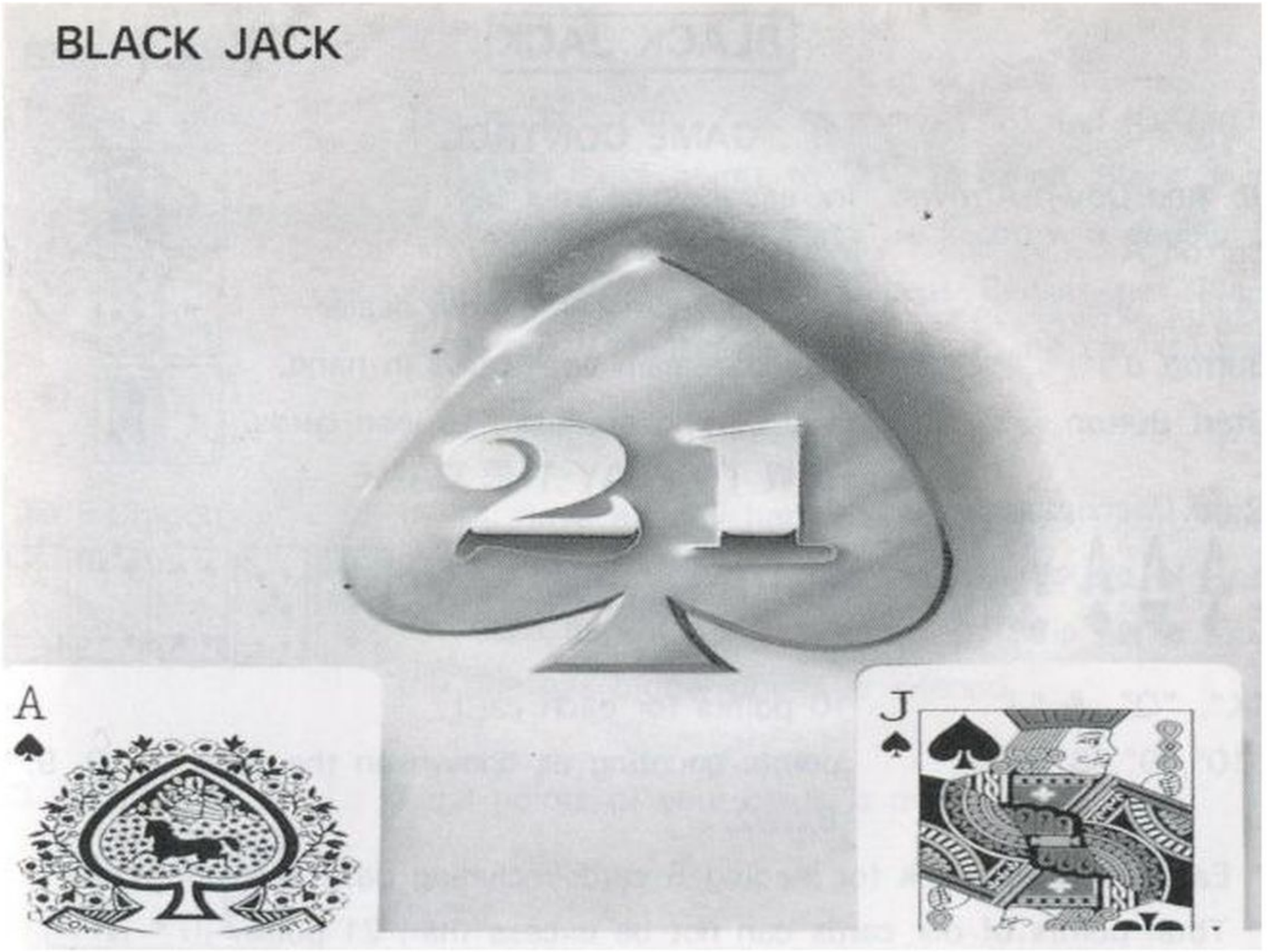
HOW TO PLAY THE GAME

1. Before to play ,each party should stake $100 as your ante.
2. Dealer will deal 2 cards to each party, the owner of bigger pips on the second card can decide to 'Pass' or to 'Bet'. During the game,you can press button B any time to see your base card.
3. After the bigger one 'Bet' the other party can select to 'Call' or 'Drop'. If the smaller one decide to drop, the bets on the table will belong to the owner of bigger pips. And a new game will be started.
4. Dealer will deal extra card to each party if the bigger one 'Pass'or the smaller one 'Call'; and repeat the procedure as above P2+P3 until each party get 5 cards on hand (including the base card).



5. When dealer deal the 5th card to each party, the owner of big assortment can decide 'Pass' or 'Bet', and the other party decide to 'Call' or 'Drop' or 'Raise'.
6. If the smaller party decide to 'Raise', the bigger one should decide to 'Drop' or 'Call'.
7. If both parties call, computer will turn over the base cards of two parties' and compare the card-range. The big-range party can win all the bets on the table. And a new game will be started again.
8. Cards-range should be based on the following assortment:
    1) Straight Flush
    2) Four of a kind
    3) Full House
    4) Flush
    5) Straight
    6) Three of a kind
    7) Two Pairs
    8) One Pair

BLACK JACK



BLACK JACK

I . GAME CONTROL

Up And Down Arrows:	Increase/reduce your bet.
Button A	Indentify your bet; 'Hit'.ask more cards from dealer
Button B	'Stand'-remain your cards in hand.
Start Button	Stop betting and start to lead cards.

II . HOW TO PLAY THE GAME

Card Description	
	1 or 11 points alternative
"K", "Q", & "J"	10 points for each card
"10","9","8",..."2"	points counting as shown on the card as 10, 9, 8,....2.

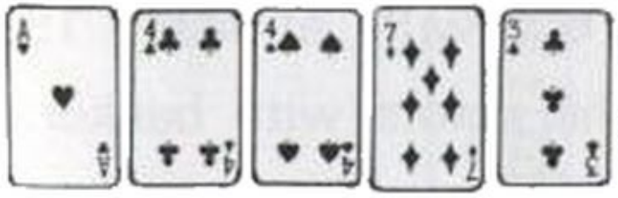
* Each party only ask for leading 5 cards(including base cards)or less.
* Total points of our cards can not be excess than 21 point.

Basic Rules

1. 'Black jack'

The lst two cards you receive as 'A' and 'Q' (or K, J, 10)that make points to '21', is called 'Black Jack' . When the party get Black Jack can win double of your bet from 'Banker', except Banker get Black Jack too. If banker get Black Jack, he can take all the bets from the table vice versa.

2. '5-Dragon'



If you have already had 5 cards whose total points less or equal to '21', you will win double of your bet from banker, except banker get the same too.(the one has bigger points is winner)

3. 'Bust'

Total points of your cards is over '21'

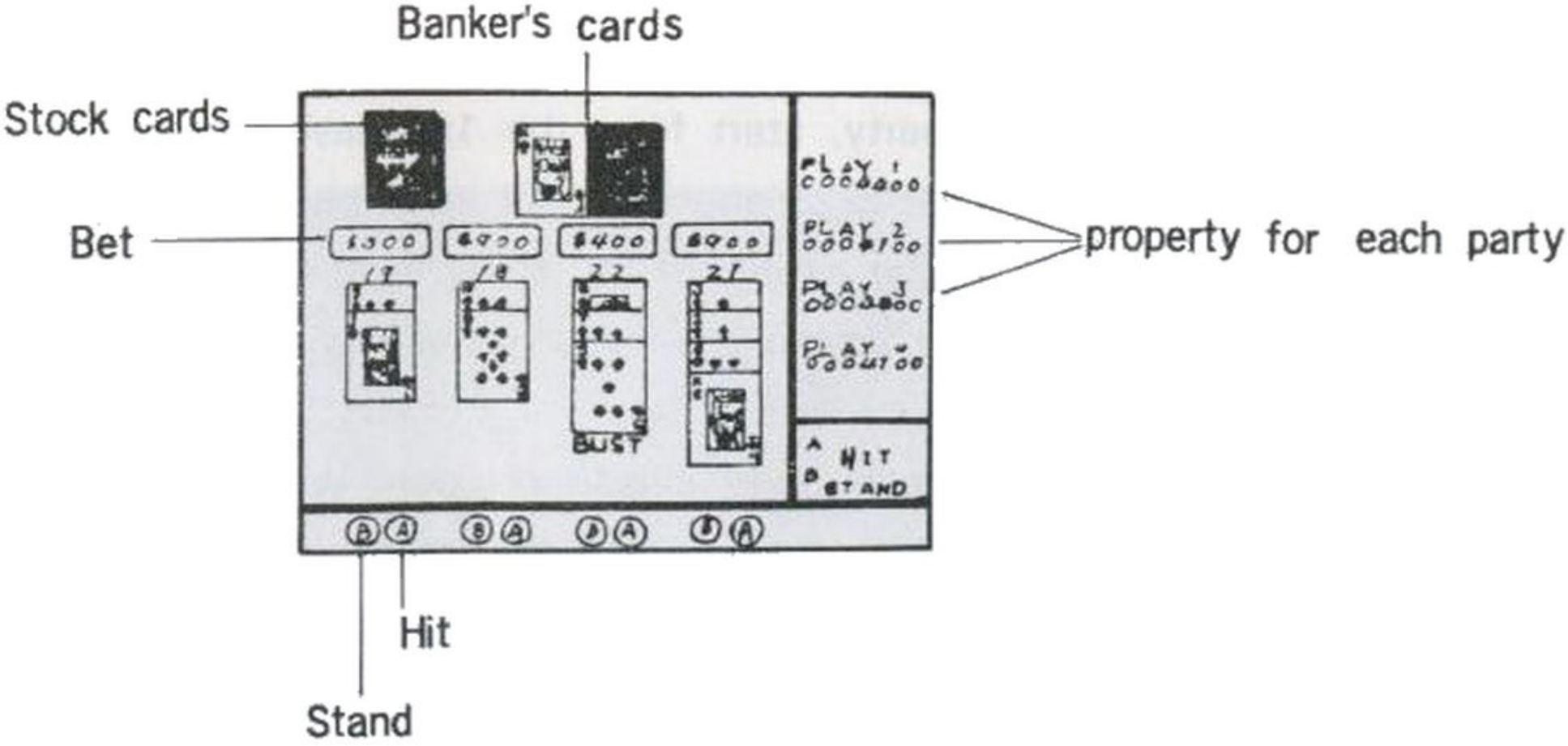
4. 'Basic Point' Banker's basic points should be at least 15 points. But no limit(minimum point)for other 4players.

5. 'Hit' If your cards on the table is far less than 21 points, you can press 'Button A' to ask one more card.

6. 'Stand' If you are satisfied the points of your cards, please press 'Button B' to remain the cards you have. And the dealer will ask to the next one.

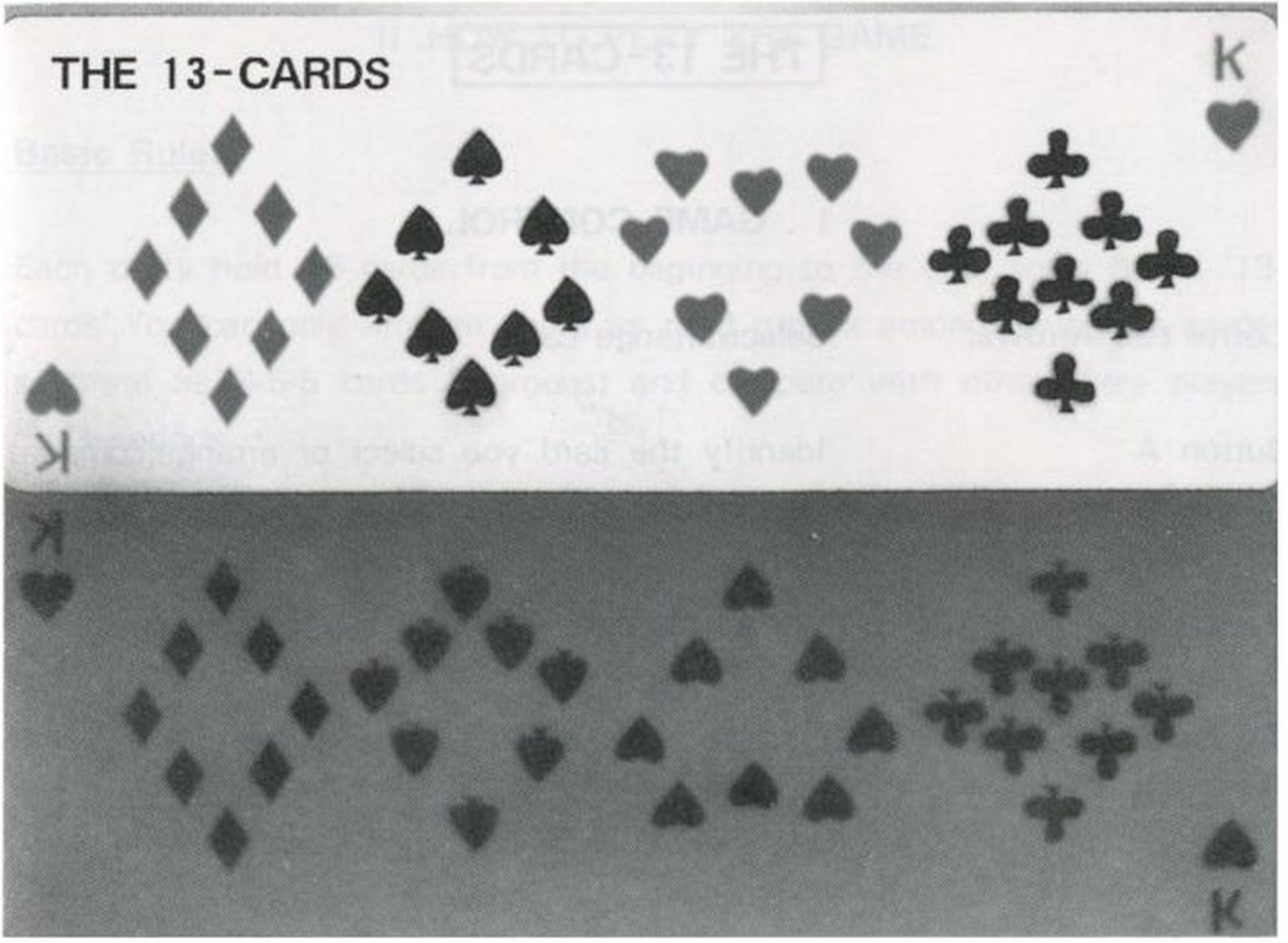
7. Compete- After all players and banker decide their cards (banker's card should come out with at least 15 points), they will compete the points with banker. The bust one has no opportunity to compete with.

8. Black Jack(21 points) >5-Dragons > According to the sequence of points.
9. During the game: player has same points with banker's -Even. Banker bust as the player does-Even.



How to play black Jack

1. Before the game, each party should stake money. Press 'Button A' to identify your bet.(bet maximum:$900 each time)
2. Press 'Start Button' after all players bet and computer will deal each party and banker 2 cards.
3. Computer will show the total points on the screen for each party.
4. Computer will ask each party, start form the 1st player, whether lead more cards (Maximum 5 cards on the table for each party) or remain.
5. Banker is the last one to be asked for the same as p.4 from computer.
6. It will show 'Bust' on the screen if the party has his cards excess 21 points.
7. During the competition, each party should compete with banker, 'Win' or 'Lost' will show on the screen when the party win or lose with banker. If leave blank on the column that means 'even'.
8. When game over, bets will be calculated to each party, and the cards will be shuffled immediately for the next round.


THE 13-CARDS
K
K
K
K

THE 13-CARDS

I . GAME CONTROL

Cotrol Pad Arrows:	Select/arrange cards
Button A	Identify the card you select or arrange;compete your cards with other parties.
Button B	Cancel the card you have selected/arranged
Start Button	Enter to the competition page; Start to the next round.

II .HOW TO PLAY THE GAME

Basic Rules

Each party hold 13 cards from the beginning to the end, so is called '13-cards',You can only arrange cards as to 3 groups among your own cards(separate as 3-5-5 cards 3 groups) and compete with other three players by 3 periods.

Cards Type

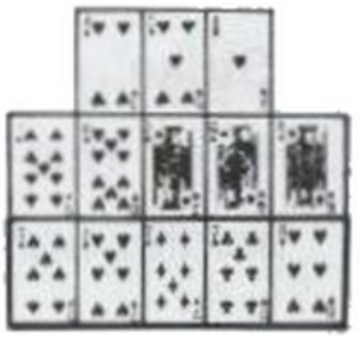
1. Strike-When your 3-group cards (3-5-5)all win one rival's 3 group, called 'Strike', the winner will obtain +6 points; and loser will lose -6 points.
2. Home Run-When ones 13 cards (3 groups)all win other 3 Parties: +36 points; and each party will lose:-12 points.

3. Dragon-this is the best assortment among 13 cards, if one get a dragon (shown as picture)will obtain total +90 points; and each party will lose-30 points.

4. Special scores for special arrangement:

a. If one get the 1st group as 'Three of a Kind' will win +3 points from each party. (as shown on picture)

b. If the 2nd or the 3rd gruop 5 cards carried as Four of a Kind' which will get +4 points from each party (shown as picture)



c. If one carry the 2nd or the 3rd group 5 cards as 'Straight Flush'which will win +5 ponts from each party.(shown as picture)

5. If there is more than one party carried the special arrangement, these parties should compete the pips on the cards, but no special points will be scored for each other.

How to play 13-cards:

1. Push up and down arrows' to select one set of your 13-cards and push 'Button A' to identify.

2.Arrange your 13.cards:

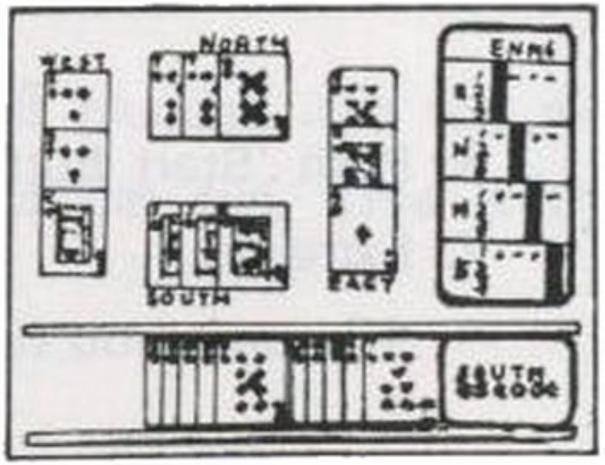
Your cards has been separated into 3 groups as 3.5.5, you have to arrange your cards as the arrangement sequence as lst group(3 cards) < 2nd group (5 cards) <3rd group (5) like following assortment:

None <one Pair< Two Pairs< Three of a Kind <Strainght

<Flush <Full House <Four of a Kind <Straight Flush <Dragon

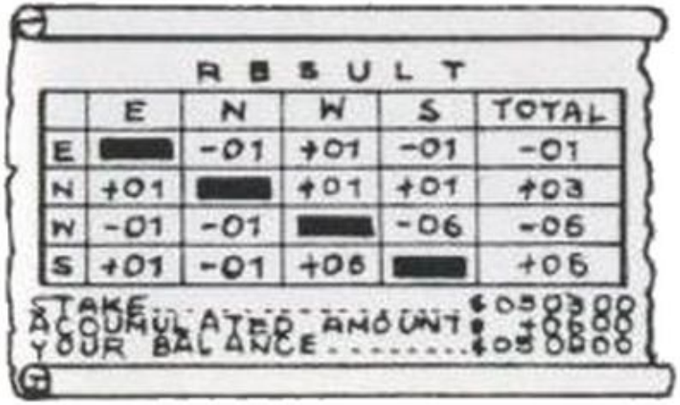
After you arrange, press 'Start Button' to compete with other 3 parties. If you arranged in wrong sequence, computer will show 'error' and you must to re-arrange your cards again.

3. Competition:



There are E., W., N., S. 4 players, you are the 'S'. Press Button A' computer will show all players' first 3 cards and compete one another, the scores will shown on the right column. (the flickering points mean 'Special scores'), then press 'Button A' again to compete the 2nd group cards , ... follow this routing until complete all 3-group cards. If you like to know the total scores for each party press Button A again entering to the statistic graph for final result.

4. Final Result:



5. Scores:

+1 point = win $100

−1 point = lose $100

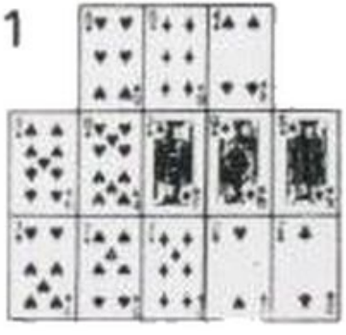
6. Push 'Start Button' and enter into the next round.

7. Exmaple:

13 cards you have received from computer:

You can arrange your cards as following alternatives:

1



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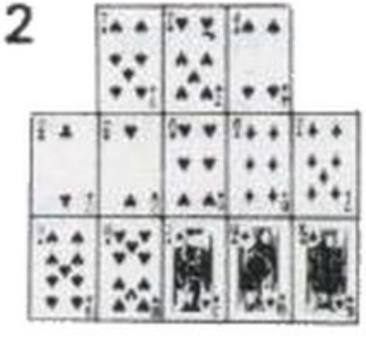

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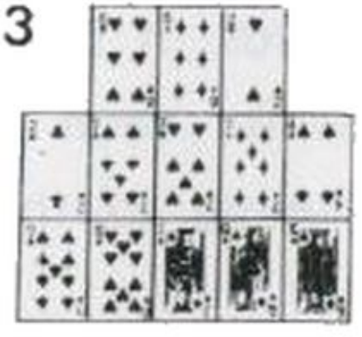
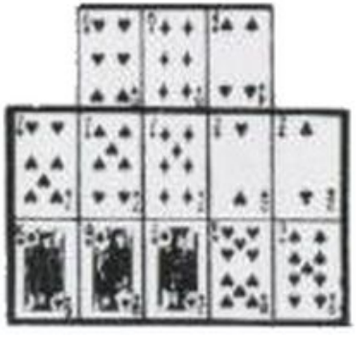


wrong sequence example:



Poker III,5-in-I cartridge,has been tested and improved many times before we release this game.

Player has been playing for testing, feel like himself plunged into the real casion, however no money will be lost at all but get fun. This is the main purpose that we introduce to you this game.

– End –

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is ,in accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to compley with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Recorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receier.
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary the user should consult the dealer or an experienced

POKER III. EVALUATION SHEET

NAME : _____ AGE : _____ SEX : _____

ADDRESS : _____

DATE : ___ /___ /___ PHONE # (Optional) : ( ) ___-___

GRANDING SCALE : 1: WORST 2: BAD 3: AVERAGE 4: GOOD 5: EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3) COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4) VARIETY(ENEMIES,WORLDS,TRICKS,WEAPONS) 1 2 3 4 5

5) GRAPHICS(COLOR,DESIGN, ANIMATION) 1 2 3 4 5

6) SOUND EFFECTS (BACKGROUND MUSIC,ANIMATION) 1 2 3 4 5

7) DIFFICULTY LEVEL (1:TOO EASY··· 5: TOO DIFFICULT) 1 2 3 4 5

8) FLAWS OR PROBLEMS (1:NONE··· 5:TOO MANY)

PLACE
STAMP
HERE

SACHEN